BRAD BURZON

 Federal Way, WA   (xxx) xxx-xxxx   ✉ xxxxxxxx@xxxxx.com   in/brad-burzon   https://bradburzon.com

SUMMARY

Computer Science graduate with project experience in Java, Android, and Angular, eager to join as a Software Engineer.
I'm ready to apply my skills, embrace new challenges, and contribute to the team while contributing positively to the company.

PROJECT EXPERIENCE

2DoList - Automated To Do List

Android Developer   February 2024 - Present
- Developing clean code in **Java** using **DRY**, **KISS**, and **SOLID** principles, resulting in a 20% increase in code maintainability.
- Optimizing development workflow using **GitHub**, **Android Studio**, and **IntelliJ**, contributing to a 15% faster project turnaround.
- Applying **Test Driven Development (TDD)** and **Adapter** design pattern to enhance code scalability and allow for future extensions.
- Designing a friendly **User Interface (UI)** using **XML** and **Material Design** for consistent design across Android devices.
- Ensuring seamless progression through all phases of the **Software Development Life Cycle (SDLC)** using a Kanban board.

Order Flow - Restaurant Ordering System

Full-Stack Developer   October 2023 - February 2024
- Successfully deployed a scalable, **Responsive Web** application for a restaurant ordering system, resulting in a 20% order efficiency.
- Streamlined workflow and deployment by implementing **CI/CD** pipelines using **GitHub Actions**, resulting in 99% uptime.
- Designed and implemented an active listener architecture with **Firebase** that processed over 5,000 orders with 95% accuracy.
- Developed Front End with **Angular**, **TypeScript**, **HTML, CSS,** and **Bootstrap** while leveraging **Firebase** for Back End.
- Integrated authentication, hosting, and storage through **Firebase**, significantly improving user trust and system reliability.

Cerebro - Cognitive Rehabilitation Games

Android Developer   August 2022 - July 2023
- Streamlined project planning with **Scrum Agile**, cutting development time by 20% through efficient sprint management.
- Leveraged **GitHub** in a 4-person team for 25% more efficient project management with **code reviews** and merge requests.
- Conducted **Usability Testing** with expert matters, improving critical features and boosting user satisfaction by 15%.
- Extended **Legacy Code** to improve UI, add features, and assist in game design using **Java**, **Android Studio**, **XML**, and **Firebase**.
- Integrated **Firebase Realtime Database** to move the application online, enabling users to access game results from any device.

SKILLS

Programming Languages: Java, JavaScript, TypeScript, Racket, C, Python, Kotlin, SQL

Web Development: HTML, CSS, Angular, Bootstrap, Firebase, Jekyll, Node.js, Express.js, MongoDB

Testing & Debugging: JUnit4, Jest, TDD, test coverage, debugging, Usability Testing

Collaboration & Agile: GitHub, Code Review, Documentation, Retrospective, Scrum Agile, Kanban

Tools & Technologies: VS Code, Android Studio, CI/CD, Linux, Docker, IntelliJ, Trello, Microsoft Teams, Figma, Adobe XD, Windows

EDUCATION

B.S. in Computer Science

Purdue University Fort Wayne · Fort Wayne, IN   August 2021 - December 2023
- Achievements: Dean's List (2021), Honor's List (2021, 2023)
- Relevant Classes: Software Engineering, Computer Networks, Analysis of Algorithm, C and Unix, Database Systems

Undergraduate

Indiana University · Bloomington, IN   August 2015 - December 2018
- Relevant Classes: Computer Science I & II, Data Structures, Programming Language Design, Discrete Mathematics

WORK EXPERIENCE

Computer Science Teaching Assistant

Indiana University · Bloomington, IN   August 2016 - December 2017
- Guided 30 students through complex programming ideas, fostering problem-solving skills essential for software development.
- Managed grading of over 500 homework assignments and 420 lab quizzes on time, demonstrating strong organizational skills.
- Enhanced students' grasp of 11 computer science crucial concepts like algorithms, data structures, and software engineering.
- Bridged student-faculty gap, utilizing clear technical communication and teamwork skills for software development.